

WHAT IS CLAIMED IS:

1. A system for providing real-to-virtual correspondence, comprising
a memory configured to store a plurality of programs, each program
corresponding to an entity contained in the real world; and

5 a processor configured to execute instructions of each program for:
mimicking actions of corresponding real world entities; and
passing data and action from one program to another program.

10 2. A system as recited in claim 1, wherein the processor is further configured to
execute instructions for permitting direct automation of real world functions without the prior
systemization of the real world functions.

15 3. A system as recited in claim 1, wherein the processor is further configured to
execute instructions for accepting instructions, directly and without prior systemization of real
world functions, to automate the real world functions of one of a person or a device.

20 4. A system as recited in claim 1, wherein the processor is further configured to
execute instructions for matching the plurality of programs with their corresponding real world
entities.

5. A system as recited in claim 1, wherein the processor is further configured to
execute instructions for supporting a speak-listen interaction between the real world entities.

6. A system as recited in claim 1, wherein the processor is configured to execute instructions for mimicking automated functions of the real world entities.

7. A system as recited in claim 1, wherein the plurality of programs represents
5 persons and/or devices of real organizations.

8. A system as recited in claim 1, wherein the processor is further configured to execute instructions for associating physically adjacent real world entities to permit automatic creation of channels connecting any two real world entities located in the physical world.

9. A computer-implemented method for providing real-to-virtual correspondence,
comprising:

providing a plurality of programs, each program corresponding to a different
entity contained in the real world;

mimicking actions of corresponding real world entities with the plurality of
programs; and

passing data and action from one program to another program.

10. A computer-implemented method as recited in claim 9, further comprising:

20 permitting direct automation of real world functions without the prior
systemization of the real world functions.

11. A computer-implemented method as recited in claim 9, further comprising:

accepting instructions, directly and without prior systemization of real world functions, to automate the real world functions of one of a person or a device.

12. A computer-implemented method as recited in claim 9, further comprising:
5 matching the plurality of programs with their corresponding real world entities.

13. A computer-implemented method as recited in claim 9, further comprising:
supporting a speak-listen interaction between the real world entities.

10 14. A computer-implemented method as recited in claim 9, wherein the plurality of programs mimic automated functions of the real world entities.

15. A computer-implemented method as recited in claim 9, wherein the plurality of programs represents persons and/or devices of real organizations.

15 16. A computer-implemented method as recited in claim 9, further comprising:
associating physically adjacent real world entities to permit automatic creation of channels connecting any two real world entities located in the physical world.

20 17. A memory device that stores a data structure, comprising:
a decision table that links a series of tests to the outcomes of those tests, and to the actions taken based upon those outcomes, wherein the decision table organizes and executes the series of tests and the resulting actions.